

Color Back

Game Design Document

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Introduction

After losing all its colors, the world sank into sadness and despair. You will have to venture into an open world in order to discover the reason for this curse and end it. To do this, armed with your lucky revolver, you will venture into a multi-faceted world, search for clues and interrogate its inhabitants. Be careful, the danger is omnipresent.

Functional design part (The strategy)

Universe

Atmosphere: World divided into different areas with different atmospheres:

- ❖ Traditional Japan village with house to explore,
- ❖ Alien forest,
- ❖ Explorer's camp with log cabins and a lookout tower,
- ❖ Tropical forest with a shipwreck in a cave. It's possible to explore one boat room,
- ❖ London during the Industrial Revolution,
- ❖ Futuristic city with levitating buildings.

Theme: Monster, colors, and adventure.

Video game genres: Action, adventure, and puzzle

Wanted emotions: Sadness and hope

Story

All the colors of the world have disappeared giving way to sadness, desolation and a world in black and white. The cause is, but no one knows, an evil creature that has absorbed the different colors that make up white light (violet, blue, green, yellow, orange and red). Your mission, huntress, will be to investigate the cause of this curse and eliminate the creature in order to bring back all the colors and save the world.

Main character

Personality: The huntress of monsters is quite cold in nature; we don't know anything about her past. She never lets herself be destabilized and has an ironclad determination.

Ideas related to character design: The monster huntress has a long black coat and a burgundy scarf. She has long red hair and blue eyes. She is dressed in black boots, black pants, and a burgundy T-shirt with brown leather straps to store her revolver. She therefore has a revolver to defend herself.

Technical design part (Tactics)

Technology

Platforms: Windows PC and Android

Dimension: 2D

Programming language: C#

Framework: Visual Studio Code .NET

Engines and software used: Unity 3D, Krita and Visual Studio Code

Gameplay

Game genres: Action-adventure in open world and puzzle

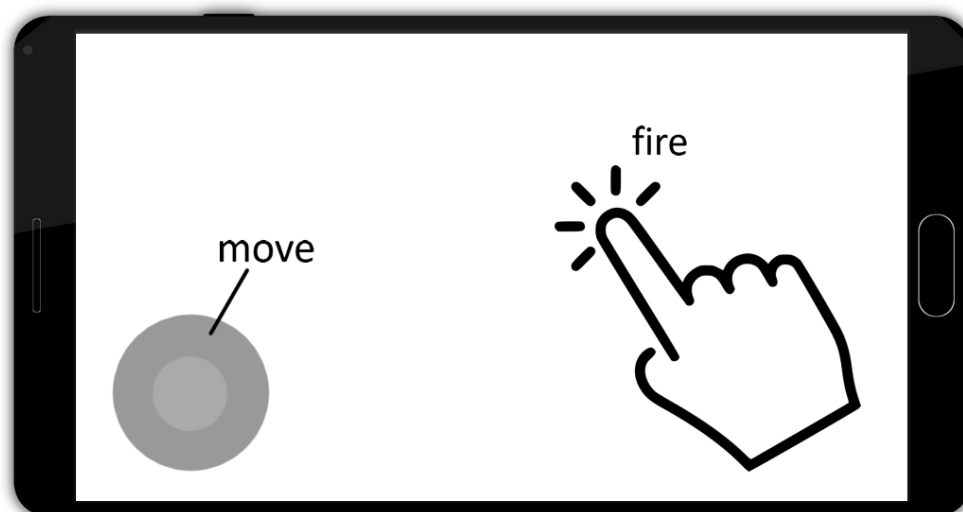
Game modes: Classic (with checkpoints), one life (no checkpoints), time-trial (limited time and no checkpoints)

Levels: The player can move around the city freely. He meets people or finds objects that trigger a quest (the campaign). He can also enter areas (example: alleys) where enemies can attack him. The latter have revolvers, knives, or their fists. Before a quest begins, there is contextualization with dialogue. Through a dialogue (with NPCs) or a monologue (with objects), the player will have clues on what to do and learn a little more about the character he embodies.

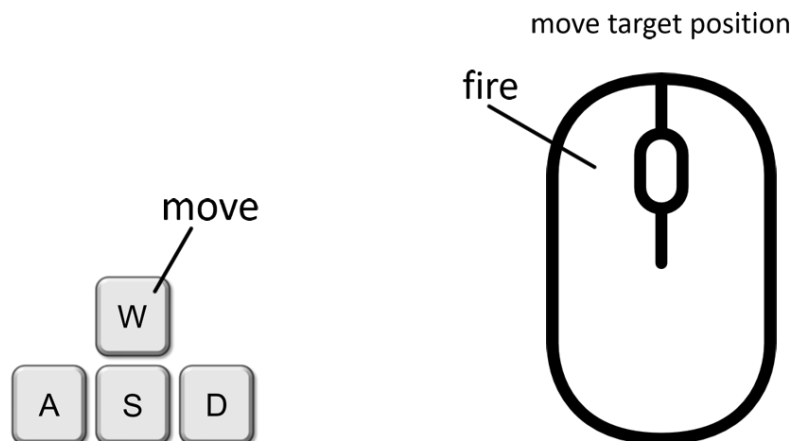
Listed below are the different types of enemies the player will encounter in the game (and the player):

	Huntress	With hands	With a knife	With a gun	Gang leader	Boss
Life	5	2	2	4	2	10
Damage [Life]	2	0.5	1	2	5	5
Speed [Second/ Damage]	2	1	1	2	2	1.5

Game Controls (Mobile)



Game Controls (PC)



Level Design

- ❖ **Quest 1 (Red):** Investigate the disappearance of the baker's daughter (murdered) and arrest his murderer. Find the corpse and follow the footprints leading to the killer and eliminate him. Be careful, he is armed. After that, red reappears.
- ❖ **Quest 2 (Orange):** duel between the player and the dictator of explorer's camp at the entrance to his lair. If the player shoots fast enough after the visual signal, he wins, and the orange reappears otherwise he dies.
- ❖ **Quest 3 (Yellow):** Loot the ship's treasure to make the yellow one reappears.
- ❖ **Quest 4 (Green):** Bring a rare alien flower to the London florist and the green reappears.
- ❖ **Quest 5 (Blue):** Answer a riddle that an apprentice (NPC) wishing to become a master in traditional Japan. "How to fill a bottomless bucket with water?" After solving the riddle, green appears.
- ❖ **Quest 6 (Purple):** Find 3 generators and turn them back on to restore power GPS antennas and purple reappears.
- ❖ **Final Quest (Boss):** Defeat the color-absorbing monster to ensure lasting peace and a happy life for the citizens. The game is then over.

UI

- ❖ **Main menu:** Classic, one life, time-trial (with best time), sensitivity.
- ❖ **In game (classic):** Lives, description of the current quest and an inventory box that can contain a single item.
- ❖ **In game (one life):** Lives, description of the current quest and an inventory box that can contain a single item.
- ❖ **In-game (time-trial):** Lives, countdown, description of the current quest and an inventory box that can contain a single item.
- ❖ **On mobile:** Lives, description of the current quest and an inventory box that can contain a single item and movement joystick.

Graphics

Artistic style: Pixel style, cartoon.

Colors: Black and white (colors appear as you progress).

Sketch: This part will be approached during the design of the game of the map of the city where the player will be able to move.

Artwork: This part will not be covered due to the skills required, the time available and the small team involved in the project.

Charadesign: This part will not be covered due to the skills required, the time available and the small team involved in the project.

Audio

- ❖ Color Appearance Noise,
- ❖ Sound of rain,
- ❖ Footstep,
- ❖ Monster's cry,
- ❖ Ambient in-game music,
- ❖ Main menu music,
- ❖ Shots of revolvers.

To do List

Distribution of roles: Level designer, graphic designer, and programmer by one person.

Priority levels: From 1 (unimportant) to 4 (imperative).

Tasks: Improvisation according to the time available and the motivation linked to each major part of the game design.

Marketing/Communication

Distribution method: itch.io, Google Play Store

Promotion of the game: YouTube, Discord

Business Model

Monetization axis: free to play, in-app skin purchases for future updates (but uncertain integration).

Remuneration

Distribution of profits: 100% to develop and update games.